

PEN & SWORD is a Compendium of Postal Diplomacy Games. The goal of P&S is many-faceted: Legibility, Accuracy, Punctuality, and Economy. Orphan games may be accepted at a reduced rate. PEN & SWORD is a member of the fine family of Seven Hills Publications (periodicals dealing with postal gaming of several kinds) based in Richmond, Virginia. Your Gamesmaster in P&S will be Michael Lind 493 Westover Hills Blvd., Richmond, Virginia 23225

\* Subscription is restricted except by special consideration \*

1973-GJ  
PSO-001  
Fall 1903

Vol.1 No.3  
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## RUSSIA STILL SURVIVES!!

(Turkey too!)

SUMMER 1903 Austrian Army Warsaw retreats to Livonia

FALL 1903

AUSTRIA(Kelly) (A Sev-Mos)//retreat OTB or Armenia// A Ser-Bul  
A Liv S ITA A Ukr-War A Gre S A Ser-Bul (F Smy-Con)  
A Bud-Gal A Rum S A Ser-Bul

ENGLAND(Hicks) F Iri-Lpl F Edi-HOLD F Lon-HOLD A Nwy-StP

FRANCE(Sidor) NMR\* F NAT, F Eng, F Bre, A Bel, A Bur, A Mar all HOLD

GERMANY(Brooks) F Nth C A Hol-Lon F Hel S F Nth (A Hol-Lon) (A Ruh-Hol) A Den-HOLD

ITALY(Claman) F Aeg S AUS F Smy-Con F Ion C A Tun-Smy A Ukr-War  
F Emd C A Tun-Smy (A Tun-Smy)

RUSSIA(McCabe) F Swe-Nwy F Bla-Sev A Mes S F Bla-Sev (A War-HOLD)  
//retreat Pru,Sil,Boh,OTB//

TURKEY(Knowles) A Ank S F Con (F Con S A Bul) (A Bul S F Con) //this unit is annihilated since it can only retreat OTB//

\* Eric Davison is asked //no, pleaded with// to submit a set of orders for the French position. If Sidor does not get moves in this time, he will be replaced. SIDOR still has an outstanding fee of \$2.50 also.

Steve Brooks has a new address - Captain Steven Brooks, P.O. 1801, Vandenberg AFB, California 93437. Steve, you also have an outstanding fee for this game of \$2.10.

Now I guess its time for the Supply Center Chart. Well, since there isn't really enough room right at the bottom of the page, I'll put it on the next one and plug somebody here-

EL CONQUISTADORE - Gordon Anderson, Viking Systems, Suite 823, 24 North Wabash Avenue, Chicago, Illinois 60602. This zine runs Diplomacy and is also a fine general gaming zine. Its offset in book form and goes for the cheap price of \$4.00 a year/ 12 copies. Also, Gordon is running CITEX '74 this year, like DipCon last year, and from what I've heard it should be bigger and better than before. The accomodations are better than before too.



Oh, by the way, the above was once known to occur around my place when my wife asked the same question....

### SUPPLY CENTER CHART

AUSTRIA:	Bud, Ser, Tri, Gre, <del>War</del> , Rum, Smy, BUL	7 units, 7 centers -0-
ENGLAND:	Home, <del>NW</del> , STP	4 units, 4 centers -0-
FRANCE:	Home, Spa, Por, Bel	6 units, 6 centers -0-
GERMANY:	Home, Hol, Den	5 units, 5 centers -0-
ITALY:	Home, Tun, Vie, WAR	5 units, 6 centers +1
RUSSIA:	<del>S/P</del> , Mos, Sev, Swe, NWY	4 units, 4 centers -0-
TURKEY:	Con, Ank, <del>AY</del>	2 units, 2 centers -0-
		<u>33 units, 34 centers +1</u>

Now then, its a very simple Winter turn coming up and so I'm going to ask for both WINTER 1903 and SPRING 1904 orders for this coming deadline and please remember to get them both in for sure. This game can move a bit faster I think...

Your next deadline is

**JUNE 21st**

for Winter 1903 & Spring 1904

PRESS:

Palace of Ice (Deutsch): The Prince Regent returns and said (or says) "England must go!"

Splicedhamstaffshire-on-Trentoncalf: "Master" whines Grud, perverted manservant of the Lord of Lawlessness, Master Maniac // who, Knowles?//, and Fanatical Fiend, Professor Crinklecrud, "What are we doing hanging around here?"

"What do you mean, Grud?" demands the Master of Mayhem, looking up from a steaming mixture before him; needless to say, he is devising new ways to destroy the world.

"Do you see any chance of winning this game, Master?" he cringes.

"Not unless Kelly combines forces with us." muses the Harbinger of Havoc. "Which isn't too likely."

"Well, then", sniffles Grud, "let's go home to 1973 EV. I'm home-sick." // sick, anyway// He wails, producing a sound somewhat akin to a rabid dog chasing a cat and being hit by a train simultaneously. Truly a noise to twang the strings of Crinklecruds heart.

"Alright, Grud," sighs Crinklecrud. "Let's go home, gather up the test tubes." // My god, it can't really be true??//

"Master -- we can't!" wails the Sappy Servant. // I knew it!!!!//

"What do you mean, we can't?" snaps the Mad Scientist, "all we have to do is take the key and walk right out of this filthy cell."

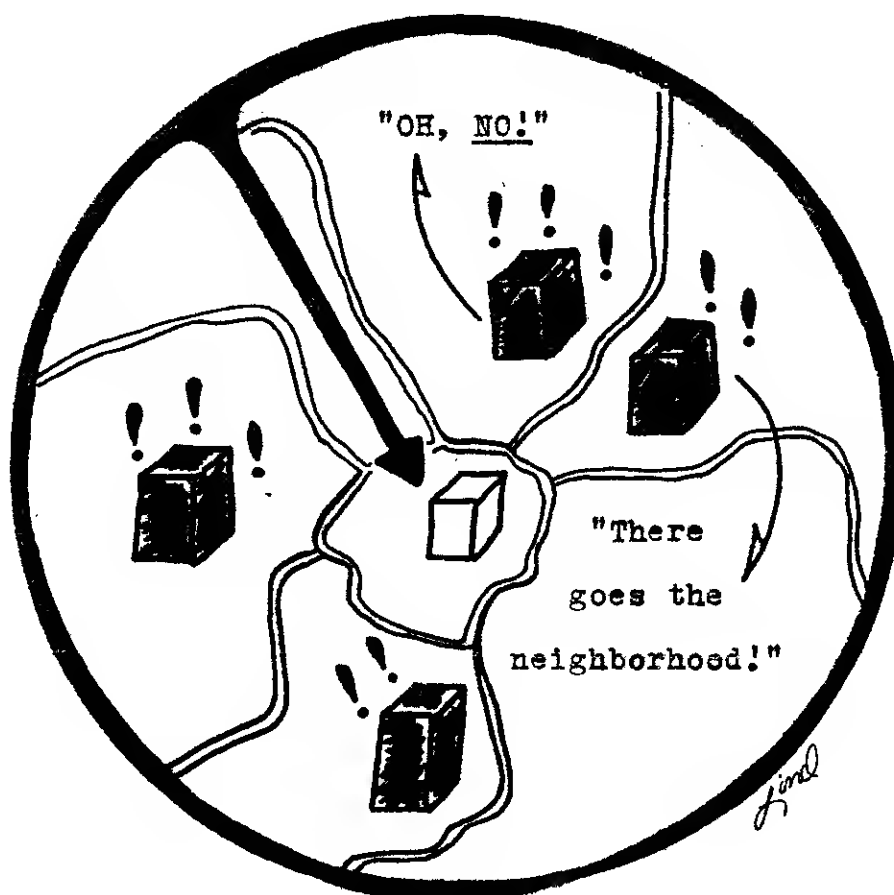
"Master -- " cries his Perverted Manservant, "I swallowed it!"

"Oh, dear," sighs the Master Menace, "This is going to be messy."

// And here I thought it was messy all along...//

That about covers 73-GJ for this turn. In Case any of you guys are getting bored with watching it, there will likely be two more games added to P&S within the next two issues hopefully. And I'll be needing standbys for those games... don't be shy.

David, you mentioned that you had some variant that you wanted me to try to fill a section of once you sent me a copy. Well, you haven't ever sent me the copy....



Recently I've gotten into miniatures wargaming and I think that it might be possible to convert the rules and movement over to a postal game. Most likely it would be a game for about six to eight players, each player having a regiment sized unit plus a battery of artillery maybe. And there would be one overall commander on each side who would direct things in a general sense. It would have to have a time limit on it, like about thirty minutes gametime. It would be interesting I think - any takers out there????

S&T's latest has been out a few weeks, THE AMERICAN CIVIL WAR, and from my own experience, it looks pretty fair. The Designer's Notes say that you have to be an idiot to lose as the Northern player but I've found out different. Maybe with a lot of luck Command Control-wise and some heavy Southern Attrition losses, it might go that way, but it hasn't been like that around here. From looking over the board, there are some eight or nine absolutely necessary points where the supply grid must be cut to guarantee victory for the North. And these simply are not all that easy to get to quickly. Sea Lifts give the North the added advantage of being where the Rebel isn't but even then he's limited as to what he can do with the forces. All in all, it's very interesting....



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SEVEN HILLS PUBLICATIONS sincerely hopes that you will find a new and satisfying adventure in gaming by mail. With our many periodicals, we of SHP wish to aid in the smooth, efficient, and accurate completion of the game(s) of your choice. Our staff is at your service to fulfill your needs or to answer your questions whenever you contact us. All of the inquiries received will be answered promptly.

Our initial ventures in the SHP family will be Diplomacy magazines with a brief format designed to give the necessary data in as concise a manner as possible plus a large allocation of space for press, comments and articles concerning the game and its play. The magazines are:

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Although our first periodicals are concerned with Diplomacy games, we will try to adjudicate and gamesmaster any game which has sufficient demand. Such games would be SPI's "SNIPER!" or "CA", miniature sailing ships, or Diplomacy variants. Please feel free to contact us about the games which you would like to play postally.

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Yours very truly,

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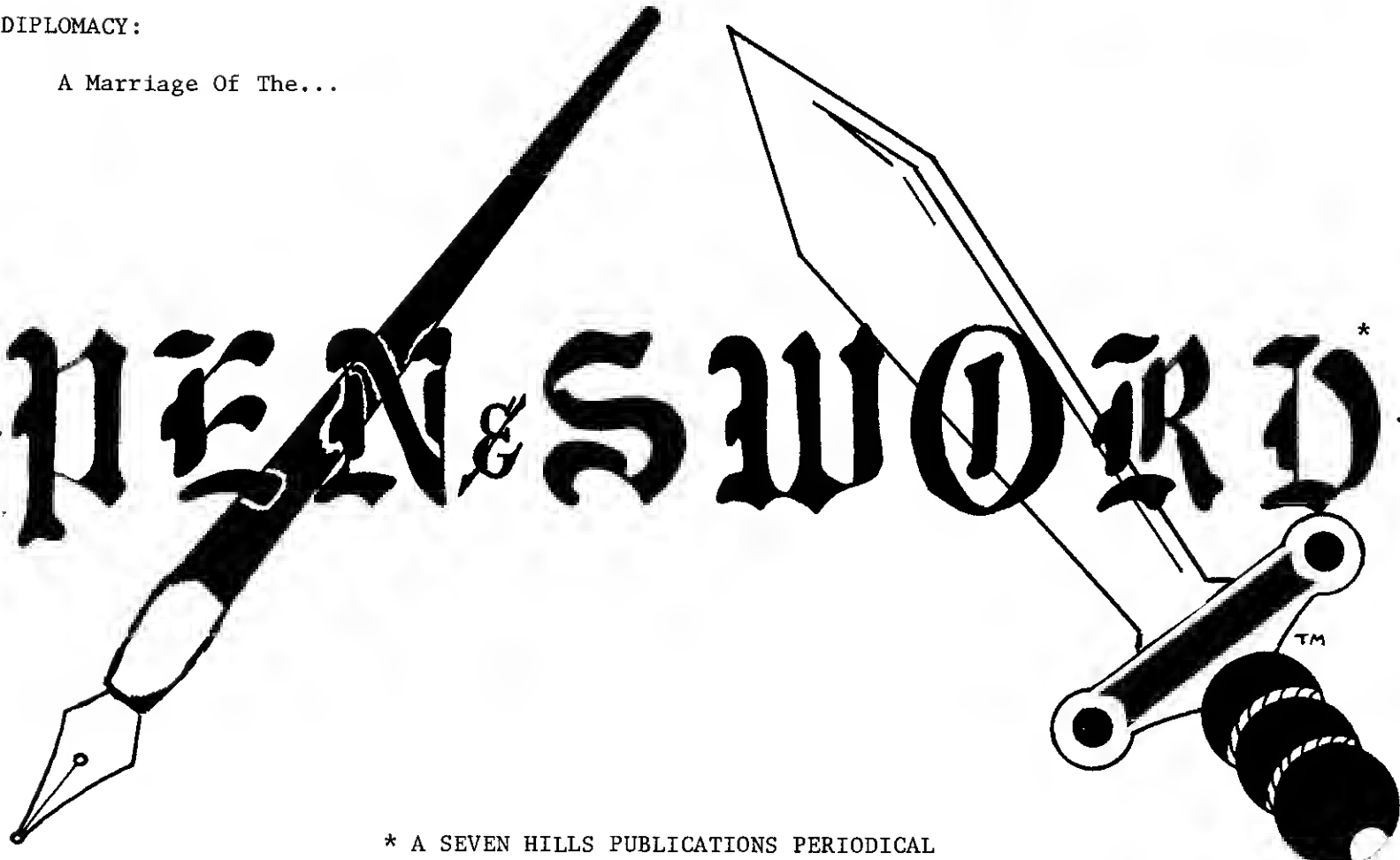
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DIPLOMACY:

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